Use metal for GPU acceleration in macOS

06/06/2018 09:55 PM - zhiyi wu

Status: Closed
Priority: Low
Assignee: mdrun
Category: mdrun
Target version: uncategories
Difficulty: uncategories

Description
In yesterday's WWDC, Apple expressed their plan of deprecating OpenCL in macOS 10.14 and encourage developers to use metal for GPU intensive calculations.
I wonder if there is any plan to use metal for GPU acceleration in the upcoming versions?

History
#1 - 07/12/2018 03:30 PM - Szilárd Páll
- Category set to mdrun
- Priority changed from Normal to Low

Not very likely that it will happen. The core team has no such plans, and even if someone contributed code, Metal is a graphics API much like Vulkan or DX12 not very well-suited for compute. Moreover it is not portable and useful essentially on a single platform mostly relevant on laptops and mobile devices which is not a great incentive.

#2 - 09/24/2018 02:02 PM - Mark Abraham
- Status changed from New to Closed

Agree. Not likely to come onto our roadmaps.

#3 - 09/24/2018 10:34 PM - Roland Schulz
An option might be to run OpenCL on Metal. Using e.g. https://github.com/kpet/clvk https://github.com/google/clspv https://github.com/KhronosGroup/MoltenVK. There are other similar projects. I suspect it is likely that a stronger joined effort will appear when it is actual necessary because Apple has removed it.